

FIDE™ Application Notes (REV.B)

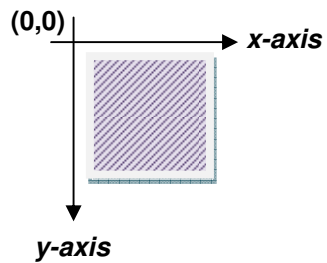
GLCD CANVAS

GLCD Canvas is a tool for creating 8bit images from scratch, albeit MSPaint style or it may serve as an 8bit converter from any image file to a .fii (FlamingICE Image) file.

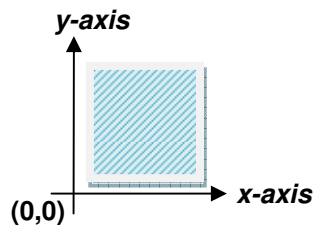
TECHNICAL DETAILS

ONSCREEN PALETTE: GIF
COLOURS: 256
STORAGE FORMAT:
8-BIT RGB PALETTE IN BGR FORMAT;

ONSCREEN AXIS:



GLCD AXIS:



TOOL OVERVIEW

Image size in pixels: 128 x 128

GLCD BATCH: GREEN

Copy Paste

Pointer
Pen/Brush
Select/Move
Draw Circle
Draw Filled Circle
Draw Rectangle
Draw Filled Rectangle

8-bit Palette

Launch Full Palette Dialog

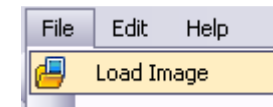
Colour Preview

Full Palette Dialog

LOADING AN IMAGE

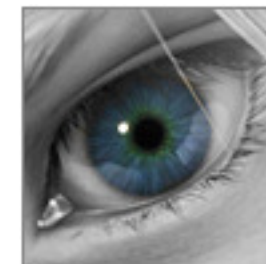
A really useful feature of the GLCD Canvas is that it accepts any common image file to be loaded into the application, automatically converting it into an 8bit GIF equivalent image file, just as you would expect to see in the 128x128 GLCD.

You can load an image through:

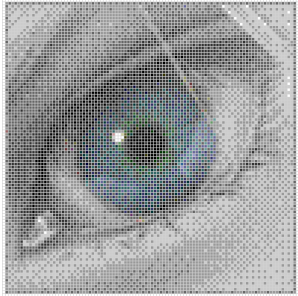


File > Load Image

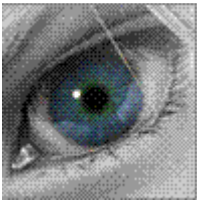
Take this image as an example.
Bit Depth: 24
Image Format: .png
Size: 100x100 pixels



You will see something like this in the canvas;

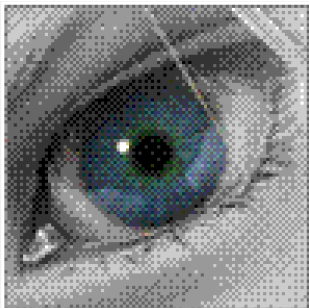


...And a preview of it in its real size on the right side-bar.



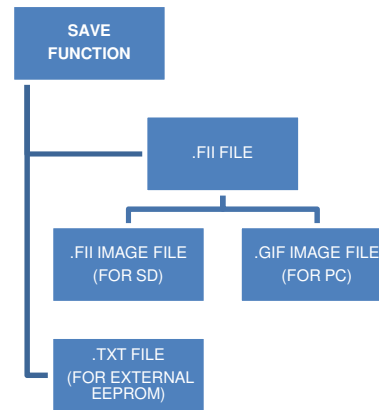
To get a clearer view of the image, you can always turn off the grid view under:

View > Grid



SAVING THE IMAGE

Saving in .fii would automatically generate 2 files, the .fii image for SD storage, and the .gif image file for loading up again in the tool the next time around. Saving in text format generates a .txt file containing the colour values in auto-generated 16bit word code array for easy copy and paste operations to the FIDE CodeData Module, which will be written to the External EEPROM for a quick preview of the image on the GLCD.



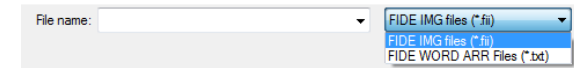
NOTE: .TXT File Data for external EEPROM is only applicable from FIDE v2.0 onwards.

IMPORT

To open up .FII and .TXT files created by the GLCD Canvas Tool, you may use the import function.

File > Import

Toggle the File Filter by clicking on the highlighted drop down menu, when the file explorer dialog is launched.



NOTE: It is highly recommended that you work with image files using the .gif image produced upon saving your work, to prevent significant loss of colour data. The Import function is provided as a form of reference for checking the image data in .fii and .txt files. It is a known issue that the colours will be significantly different from the .gif file. However, please be assured that the colour in .fii and .txt files on the GLCD will be highly similar to the .gif file for the PC.

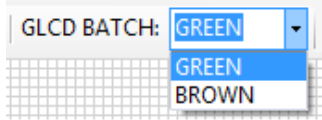
LINE THICKNESS



To specify the thickness of the line when using 'Draw Circle' or 'Draw Rectangle', slide the bar to get the desired thickness.

Thickness Range: 1 – 30px

BATCH CONTROL

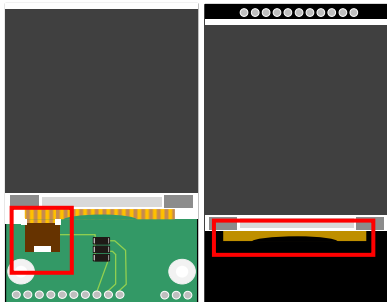


Disclaimer: This application note and its contents only hold true for GLCD Canvas version 2.0 and above. GLCD Canvas v2.0 is available from FIDE v2.1 Release onwards.

It is important to specify your GLCD Batch type **before** you **save** or **import** an image.

To find out the Batch Type of your GLCD, you can refer to the images below for clarification.

BROWN BATCH:



GREEN BATCH:

